



STATE OF WASHINGTON
GAMBLING COMMISSION

"Protect the Public by Ensuring that Gambling is Legal and Honest"

June 14, 2023

Sent via email to rsantoriello@lnw.com

Renee Santoriello
Light and Wonder
6601 S. Bermuda Road
Las Vegas, NV 89119

RE: L&W GM Atlas Game Rule Update (multiple games) - Submission #3119

Dear Ms. Santoriello:

Light and Wonder amended multiple previously approved card games to include some of the following information:

- Added reference to the GM Atlas/Nexus Command II Progressive System.
- Added updated utility products.
- Updated name to Light and Wonder.

The amended games were as follows:

1	6-5-4 Poker	34	High Five Poker
2	6 Card Fortune Pai Gow	35	House Money – Dual Progressives
3	Bahama Bonus Blackjack	36	I Luv Suits Poker – Dual Progressives
4	Bet The Bust	37	King's Bounty
5	Bet The Set 21	38	King's Bounty – Dual Progressives
6	Bet The Set 21 Deluxe	39	Let It Ride, 3 Card Bonus – Cover All Bonus
7	Big Raise Hold'Em	40	Match Jack
8	Big Raise Stud Poker	41	Mississippi Stud – Cover All
9	Blackjack Switch	42	Pai Wow Bonus
10	Blazing 7's Progressive – Dealer's Up Card	43	Rabbit Hunter Stud Poker
11	Blazing 7's Progressive – Player Cards Only	44	Roll Your Own Blackjack
12	Caribbean Stud Poker	45	Royal Match 21 – Dual Progressives
13	Casino War	46	Royal Match 21 Deluxe
14	Cincinnati Seven Card Stud	47	Sharp Shooter – Tribal
15	Crazy 4 Poker - Coverall	48	Six Card Poker
16	Dakota Stud	49	Solitaire Stud

Ms. Santoriello

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17	DJ Wild Stud Poker - Coverall	50	Straight Edge Poker
18	Dragon Bonus	51	Super Fun 21
19	Dragon Bonus – Commission Free	52	Supreme 99
20	EZ Baccarat with Dragon Bonus	53	Texas Hold’Em Bonus
21	EZ Pai Gow	54	Three Card Baccarat
22	Face Up Pai Gow Poker – Dual Progressives	55	Three Card Draw Poker
23	Fast Action Hold’Em	56	Three Card Draw Poker, Pairs Plus
24	Field Gold 21	57	Three Card Poker
25	Flush Rush	58	Three Card Poker 6 Card Bonus – Face Up
26	Flushes Gone Wild	59	Three Card Poker Bonus – Face Up
27	Fortune 7 Baccarat	60	Three Card Poker Bonus - Tribal
28	Fortune Asia Poker	61	Three Card Poker Progressive – Cover All
29	Fortune Blackjack	62	TriLux Bonus – Dual Progressives
30	Fortune Pai Gow Poker Progressive	63	Triple Shot Rummy
31	Fortune San Lo Poker Progressive	64	Triple Shot Bonus
32	Four Card Poker	65	Ultimate Texas Hold’Em – Cover All
33	Free Bet Blackjack – Dual Progressives	66	Zappit Blackjack – Dual Progressives

We have reviewed the changes to the games noted above. Based on our review of the documentation we received from Light and Wonder, the Washington State Gambling Commission will approve the games under the conditions listed below:

- The games shall be played and operated under the terms and conditions set forth under the game rules you provided on May 5, 2023 and June 5, 2023 and are enclosed.

Commercial Card Rooms

- Commercial card room operators seeking to operate any of these games must first submit their internal controls and receive approval from the Commission prior to implementing.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with these games must be licensed by the state prior to the sale of the equipment.

Tribal Casinos

- Each Tribal Gaming Operation must request and obtain approval from their respective Tribal Gaming Agencies (TGA).
- Before TGA allows your games to operate, they will seek concurrence from our agency as well.

- In addition to your approved rules, the Tribal submission to us must include all supplemental information required by Tribal-State Compact Appendix A, Section 18.
- Manufacturers and distributors of graphic layouts and/or any other equipment associated with the game must be certified by the state and licensed by the Tribe prior to the sale of the equipment.

Any modifications to these games may affect this approval. If you have any questions on commercial implementation, please contact Jess Lohse at (206) 786-3530. If you have any questions on Tribal implementation, please contact Kelly Main at (206) 423-4260.

Thank you for your cooperation and willingness to comply with the gambling laws of Washington State.

Sincerely,

DocuSigned by:

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Gary Drumheller
Assistant Director
Enforcement and Operations Division

cc: Jim Nicks, Special Agent in Charge, Regulation Unit
Dan Wegenast, Special Agent in Charge, Tribal Gaming Unit
Jess Lohse, Special Agent, Regulation Unit
Brian Lane, Special Agent, Regulation Unit
Kelly Main, Special Agent Supervisor, Tribal Gaming Unit
File



RULES AND DEALING PROCEDURES

The object of DJ Wild Stud Poker is to have a higher five-card poker hand than the dealer. The game is played with a 53-card deck with the joker and all deuces serving as fully-wild cards.

DJ Wild Poker also features a bonus bet that wins if a player has three of a kind or better. The bet pays higher odds if players get the hands naturally, as opposed to using wild cards.

Rules and Dealing Procedures

1. Set the i-Deal shuffler or i-Deal Plus shuffler to “DJ Wild Poker.” This mode is specifically designed for this game.
2. Players must make equal bets on the Ante and Blind. They may also make the optional Trips wager.
3. The dealer, working clockwise from his left to his right, gives each player and himself a packet of five cards.
4. Players have a choice:
 - a. Fold or make a Play bet of 2x their Ante.
 - b. If the player folds, the Trips (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Trips (if played) wager and will be resolved at the same time as the remaining hands.
5. The dealer will then reveal his hand and, working counter-clockwise from his right to his left, compare his hand with each player’s.
6. If the dealer beats the player, the Ante, Play and Blind bets lose.
7. If the dealer and the player tie, the Ante, Play and Blind bets push.

8. If the player beats the dealer, the Ante and Pay bets pay 1 to 1 and the Blind bet pays as follows:

Five Wilds	1,000 to 1
Royal Flush	50 to 1
Quints	10 to 1
Straight Flush	9 to 1
Quads	4 to 1
Full House	3 to 1
Flush	2 to 1
Straight	1 to 1
Others	Push

9. The Trips bet wins if the player has three of a kind or better. Winning hands pay more if they are achieved without the use of wild cards. See layout for odds.

10. All hands that use a Joker are considered wild.

11. All hands with a deuce are not necessarily wild. If a deuce is not used as a wild card to make a winning Trips hand, it will be considered “natural.”

Two Way Bad Beat (optional)

The two-way bad beat bonus is an optional upgrade for DJ Wild Poker. The bet wins if both the player and the dealer each have three of a kind or better—and they do not tie.

If the player folds, the Two Way Bad Beat (if played) wager is still in action. The dealer will pick up the player’s Ante and Blind bets and put them in the rack. The player’s cards are tucked face down under the Two Way Bad Beat (if played) wager and will be resolved at the same time as the remaining hands.

Payouts are based on the losing hand. Sample payable below:

Hand Beaten	Pays
Royal Flush	10,000 to 1
Five of a Kind	10,000 to 1
Straight Flush	5,000 to 1
Four of a Kind	500 to 1
Full House	400 to 1
Flush	300 to 1
Straight	100 to 1
Three of a Kind	9 to 1

Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.

DJ Wild

Trips

	01		02		03		04		05		06		07	
Hands	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild	Natural	Wild
Five Wilds	2000 to 1		2000 to 1		2000 to 1		2000 to 1		2000 to 1		500 to 1		2000 to 1	
Royal flush	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	100 to 1	1,000 to 1	90 to 1	1,000 to 1	70 to 1	400 to 1	70 to 1	1,000 to 1	60 to 1
Straight flush	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	30 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1	200 to 1	25 to 1
5-of-a-Kind	100 to 1		100 to 1		100 to 1		70 to 1		60 to 1		60 to 1		50 to 1	
4-of-a-Kind	90 to 1	6 to 1	90 to 1	6 to 1	90 to 1	6 to 1	60 to 1	6 to 1	50 to 1	6 to 1	50 to 1	6 to 1	40 to 1	6 to 1
Full house	40 to 1	5 to 1	40 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1	30 to 1	5 to 1
Flush	25 to 1	4 to 1	30 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1	25 to 1	4 to 1
Straight	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1	20 to 1	3 to 1
Trips	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1
House Edge	0.59%		1.20%		3.17%		6.16%		7.53%		7.67%		8.55%	
Hit Freq.	22.09%		22.09%		22.09%		22.09%		22.09%		22.09%		22.09%	

Blind Payouts

Hands	
Five Wilds	1,000 to 1
Royal flush	50 to 1
5-of-a-Kind	10 to 1
Straight Flush	9 to 1
4-of-a-Kind	4 to 1
Full house	3 to 1
Flush	2 to 1
Straight	1 to 1
Trips or less	Push

TWBB

Hands	TWBB -01	TWBB -02	TWBB -03
Royal Flush	500	10,000	500
Five of a Kind	500	10,000	500
Straight flush	500	5,000	500
Four of a Kind	500	500	300
Full house	400	400	200
Flush	300	300	100
Straight	100	100	50
Three of a Kind	9	9	15
House Edge	13.20. %	12.32%	14.10. %
Hit Freq.	4.16%	4.16%	4.16%

[illegible]



- *These game rules and payable are for use with the approved LNW Gaming, Inc owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) GM Atlas v5.4.0/Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc. or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by LNW Gaming, Inc. or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

NEXUS COMMAND/GM ATLAS

RULES OF PLAY:

1. DJ Wild Stud Poker offers an optional progressive wager.
2. The bet considers the best hand possible among each individual player's cards. The evaluation of the hand follows the base game, so wild cards (all deuces and a Joker) are used to make the best possible hand.
3. Sample paytables are listed separately.

4. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
5. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
6. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
7. The dealer then follows house procedures for dealing the regular game.
8. The dealer reconciles the standard wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
9. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.
 - f. Once the casino verifies the progressive win, the supervisor shall swipe the keycard and press the corresponding seat number and then press the hand the player received. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the "money bag" icon will print a win page, which can be used to help record the payout for accounting.)
 - g. When the dealer reconciles all action, he presses "END GAME." This resets the system to begin the next hand.
 - h. Once the keycard is swiped after choosing the jackpot on the touchscreen, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature.



Nexus Command/GM Atlas Progressive Paytables

Paytable for use as a standalone progressive table game or when connecting same table games

DJWP-1

Hand	Pays
Five Wilds	100%
Natural Royal Flush	10%
Wild Royal Flush	200 for 1
Five-of-a-Kind	150 for 1
Straight Flush	50 for 1
Four-of-a-Kind	10 for 1
Full House	9 for 1
Flush	8 for 1
Straight	5 for 1
Hold	20.36%

DJWP-2

Hand	Pays	Envy
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four-of-a-Kind	300 for 1	
Full House	50 for 1	
Flush	40 for 1	
Straight	30 for 1	
Three of a Kind	9 for 1	
Hold	20.99%	



- *These game rules and payable are for use with the approved LNW Gaming, Inc. owned progressive systems containing the following components and their compatible software versions: (1) Nexus Command Game Manager v1.3.0 or higher, GM Atlas v5.4.0/Nexus Command II v5.4 or higher, Nexus Command Table Controller Software v2.0.0 or higher and a Progressive display or (2) GM Atlas v5.4.0/Nexus Command Game Manager 2 v2.5.4 or higher, Nexus Command Table Controller 2 v2.6.0 or higher and a Progressive display. The progressive display can either be provided by LNW Gaming, Inc. or the operator.*
- *The progressive display should be a table mounted monitor with no additional intelligence or functionality, including but not limited to network capability (wired or wireless). This non-intelligent monitor can either be provided by LNW Gaming, Inc. or the operator so long as it does not introduce any additional functionality.*
- *Operators cannot allow wagering limits to exceed the authorized limits set out in WAC 230-15-040 and WAC 230-15-140.*

NEXUS COMMAND MULTI GAME LINK/GM ATLAS

RULES OF PLAY:

1. DJ Wild Stud Poker offers an optional progressive wager.
2. The bet considers the best natural hand possible among each individual player's cards. In the event the player's hand contains a Joker, the dealer will substitute another card to use in its place. For the purposes of the progressive wager, there are no wild cards.
3. Sample paytables are listed separately

4. The available paytables have been designed to work on Games with a connected jackpot in accordance with WAC 230-15-685.
5. The meter will be reseeded when the 100% award hits. The cost of the reseed has been factored in to the casino's mathematical advantage.
6. To begin each round, players must make their regular game's wager. They may optionally place any bonus wagers and the progressive wager. Players must place the progressive wagers on the sensor in front of their betting position. The sensor will light up.
7. Once all players place their bets, the dealer will press "START GAME" on the keypad. The sensors will then light up, indicating a progressive wager. The dealer will then remove all progressive bets from the table.
8. The dealer then follows house procedures for dealing the regular game.
9. After all hands are dealt, the dealer will place a single card face down in the dealer's area of the layout. To get this single card, the dealer will take a packet of five cards after all players and the dealer receive their packets, and burn the bottom four cards.
10. The dealer reconciles the standard wager, bonus wager, and progressive wagers at the same time. It's at the sole discretion of the casino to allow, or not to allow for folded hands to qualify for progressive payouts. When reconciling the progressive wager, the dealer will consider the additional card drawn in place of a Joker in the player's hand. The additional card will NOT be considered for any other wager (base game or bonus wager(s)). No cards are considered wild when reconciling the progressive wager. Follow the procedure in the next section for reconciling percentage pays from the progressive meter.
11. Progressive winners:
 - a. The percentage pays are paid from the progressive jackpot shown on the progressive meter.
 - b. Other hands are paid from the tray; they do not come off the meter.
 - c. In the event more than one progressive meter pay hits during the same round, the dealer will first pay the player farthest on the right and then move counter-clockwise to pay other players. As regulatory procedures permit, this policy can be replaced by casino internal controls.
 - d. When a player has a progressive winner, the dealer shall press the appropriate hand button on the keypad. (If the hand button is pressed by accident, pressing it again will turn it off.)
 - e. The dealer shall then contact a supervisor.

- f. Once the casino verifies the progressive win, the supervisor shall swipe the keycard and press the corresponding seat number and then press the hand the player received. This records the win onto the Game Manager. House procedures are then followed for paying the prize. (Reviewing the monitor connected to the Game Manager will show the prize amount to be paid, and pressing the “money bag” icon will print a win page, which can be used to help record the payout for accounting.)
- g. When the dealer reconciles all action, he presses “END GAME.” This resets the system to begin the next hand.
- h. Once the keycard is swiped after choosing the jackpot on the touchscreen, the prize is logged into Game Manager. If the progressive pay needs to be backed out at this point, the award will need to be manually backed out using the Game Manager manual adjustment feature

12. Envy Bonus:

- a. A player making the progressive wager also qualifies to win an envy payout. If another player at the table hits a hand associated with an envy pay, all other players who made the progressive bonus wager win the envy pay. The player hitting the hand receives the normal prize pay only, but does NOT receive the envy pay. **Rule of thumb: You can’t win an envy bonus pay from yourself, or the dealer. Envy Bonuses should only be paid to player’s at the table where the qualifying hand occurred.**
- b. If a player’s hand triggers an envy payout, the dealer will leave the hand face-up on the layout; otherwise, the dealer will lock up the cards. The dealer will then move on to the next player.
- c. The dealer pays any Envy Bonuses at the end of the round. In the event that more than one player is involved in a qualifying envy pay, then all players win multiple envy payouts.



Nexus Command Multi-Game Link /GM Atlas Progressive Paytables

Multi-Game Progressive Paytable - For use when connecting multiple 5-card poker games

Paytable 01		
Hand	Pays*	Envy**
Royal Flush	100%	\$1,000
Straight Flush	10%	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

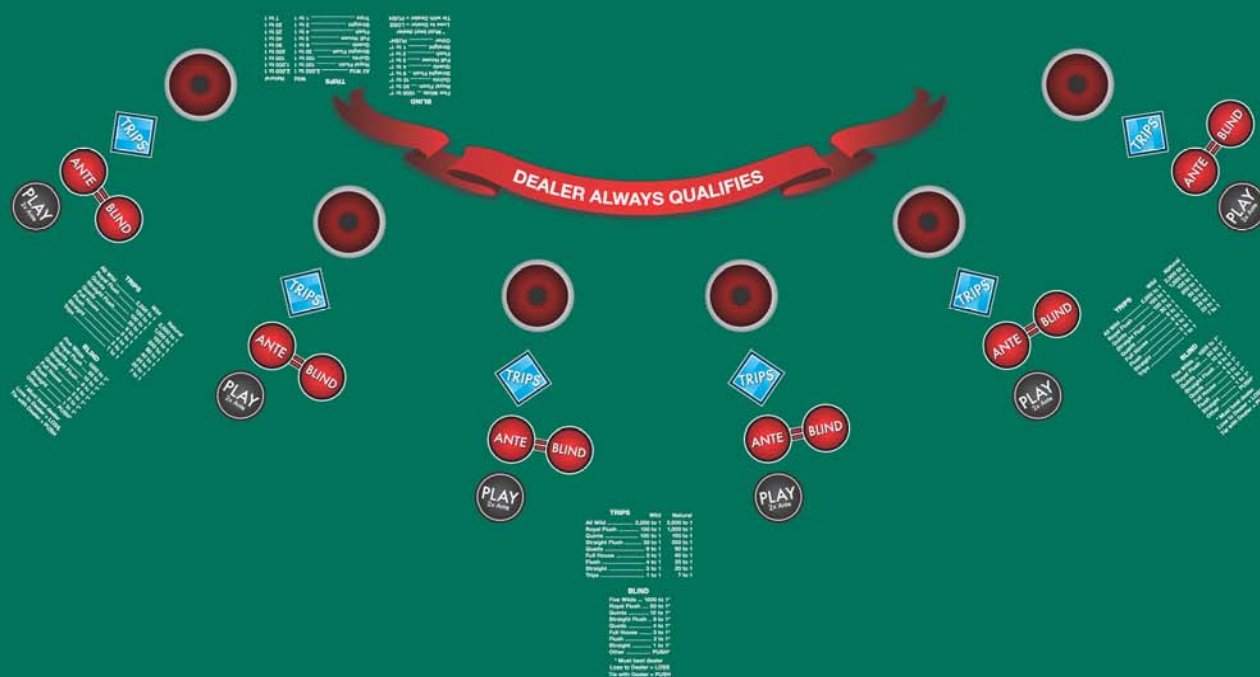
Paytable ML01		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	300 For 1	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		

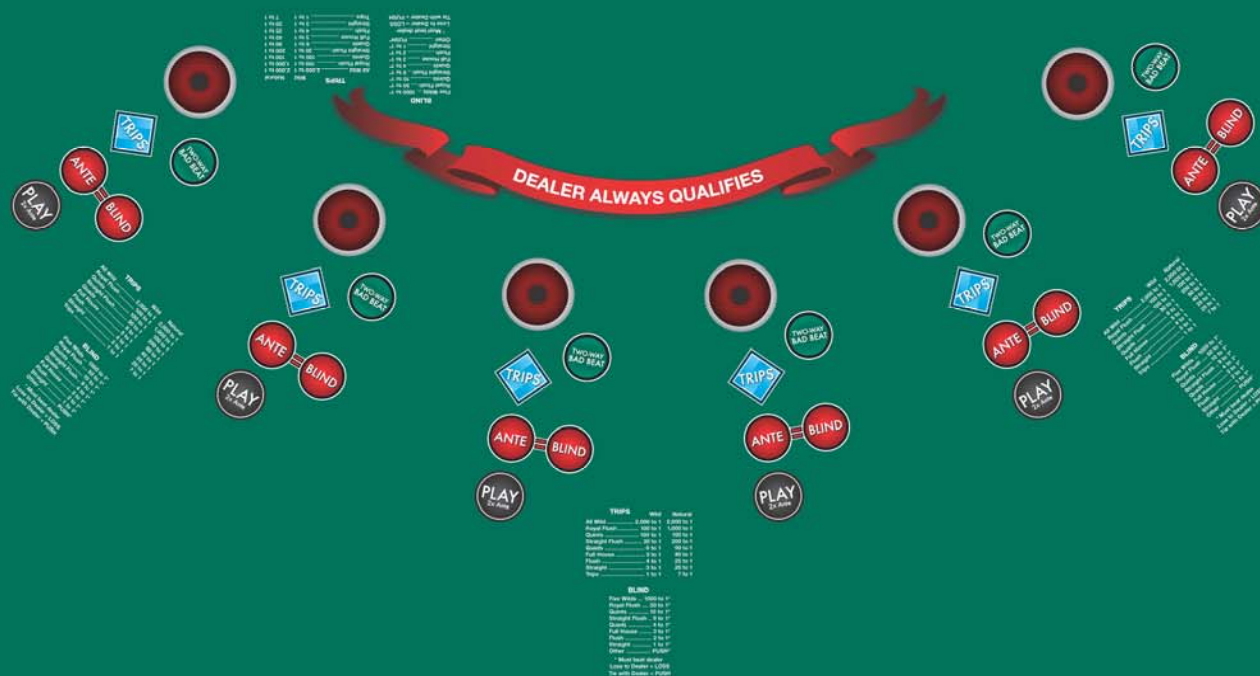
Paytable ML03		
Hand	Pays*	Envy**
Royal Flush	100% Mega	\$1,000
Straight Flush	100% Major	\$300
Four of a Kind	100% Minor	
Full House	50 For 1	
Flush	40 For 1	
Straight	30 For 1	
Three of a Kind	9 For 1	
*Original wager is NOT returned		
**Envy payouts are multiplied by Wager Amount		



PROGRESSIVE SYSTEMS FLEXIBILITY and RECOMMENDATIONS:

- Progressive meter contribution
 - When using a pay table in which all payouts are deducted from the meter, we recommend utilizing the system to configure meter contribution rates anywhere between 0-100%.
 - Most pay tables with this style of math are designed to grow over time when a contribution rate of 70% or more is used. If less is contributed, the risk of the meter “running dry” increases.
 - When using a pay table in which only the progressive (percentage) pays are deducted from the meter, we recommend only reducing the pre-configured meter contribution rate if any changes are made. Adjusting the contribution rate above the pre-configured value would reduce the mathematical house advantage of the wager.
- Reserve contribution
 - We recommend contributing a small portion of each progressive wager to the reserve. This amount will be added on to any configured seed amount after a 100% award is given, and will help reduce the drop in play expected after a jackpot hits.
 - We do not recommend eliminating a seed amount entirely and using the reserve as the only seed mechanism. All games present a certain likelihood of back-to-back awards, and this method runs the risk of restarting the meter at a very low amount in that case.
- Seed amount
 - We recommend using the pre-configured seed amount in the system. This amount is specific to the pay table selected for use, and is designed to offer a reasonable starting point that works with the pay table’s math.
 - If any changes are made, we recommend the seed amount to be at least as large as the largest “fixed” award on the pay table.
 - We do not recommend configuring a \$0 seed amount.





Cover All Bonus for Caribbean Stud Poker

- If the below game is to be hand dealt with or without a dealing shoe, dealers will shuffle according to house procedures. The dealer then follows the house dealing procedures.
- Additional LNW Gaming, Inc. equipment can be used on this game. This equipment will be the i-Deal Plus with software NXP v1.0.102 or higher, or i-Deal Plus NXP v 1.0.114 or higher.

Rules and Procedures

1. If players make the Cover All bonus, they must do so before the start of the round.
2. The wager wins if the highest hand at the table, whether it belongs to a player or the dealer, is three-of-a-kind or better.
3. Payouts are dynamic: They change depending on the number of players in the round.
4. Casinos must set the i-Deal Plus shuffler to the "Caribbean Stud Poker Cover All" mode.
5. After the dealer removes his hand from the shuffler and presses the green button, the i-Deal Plus will determine the number of players in the round and display the payouts on its front screen.
6. Only the highest hand pays. If the dealer has three of a kind and a player has a straight flush, the bonus is paid for the straight flush.
7. The dealer resolves the Caribbean Stud Poker game according to house procedures, with a few changes:
 - a. When the dealer comes across a hand that's a straight or higher (even if it's his), he will leave the cards exposed on the table.
8. If the dealer finds a higher hand, he will leave those cards exposed and remove any previous cards left on the table.
9. Once the dealer has finished reconciling all player bets, he will go back and reconcile the Cover All wagers.

Cover All Bonus Paytables for use with Caribbean Stud Poker

Highest Hand Rank	8 Total Hands	7 Total Hands	6 Total Hands	5 Total Hands	4 Total Hands	3 Total Hands	2 Total Hand
Royal Flush	100	125	150	200	250	300	500
Straight Flush	40	70	80	90	100	125	200
Four of a Kind	7	15	17	20	30	40	60
Full House	6	9	12	15	20	30	40
Flush	5	7	9	10	15	20	35
Straight	4	5	7	8	10	17	25
Three of a Kind	3	3	3	4	5	6	9

All Pays
are TO 1

